

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

Claims 1-16 (Canceled)

17. (Currently amended) A data processing apparatus for positioning a game character on a display, said apparatus comprising:

a game character model, including a reference polygon and component polygons, wherein no articulating components other polygons are included between said reference polygon and said component polygons;

a motion data table for storing motion data for executing a movement of the game character model, wherein motion data includes distance data and angle data; and

a processor, wherein the processor computes the reference polygon at each of a plurality of trigger times corresponding to an occurrence of a predetermined event scene based on a position information of said reference polygon and the motion data, places the reference polygon in a three-dimensional space, and directly places said component polygons for said reference polygon in the three-dimensional space based on the position information of said reference polygon without computing said articulating components any other polygons.

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18. (Previously presented) A data processing apparatus of claim 17, wherein said process alienates said component polygons from said reference polygons.

19. (Currently amended) A data processing apparatus for positioning a human game character on a display, said apparatus comprising:

a human game character model, including a reference polygon and component polygons, wherein no articulating components other polygons are included between said reference polygon and said component polygons,

a motion data table for storing motion data for executing a motion for a movement of the human game character model, wherein motion data includes distance data and angle data; and

a processor, wherein the processor computes the reference polygon at each of a plurality of trigger times corresponding to an occurrence of a predetermined event scene based on the motion data, and directly places component polygons for said reference polygon based on the motion data without computing articulating components any other polygons.

20. (Previously presented) A medium on which is stored a program for causing a computer to function as a processor and data system cited in any one of claims 17 through 19.

21. (Previously presented) A data processing apparatus of claim 17, wherein the motion data includes articulating components for the movement of the game character mode.

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Claims 22-23 (Canceled)

24. (Previously presented) A data processing apparatus of claim 17, wherein said game character further comprises:
a plurality of reference polygons.

25. (Previously presented) A data processing apparatus of claim 19, wherein the motion data includes articulating components for the movement of the game character model.

Claims 26-27 (Canceled)

28. (Previously presented) A data processing apparatus of claim 19, wherein said human game character further comprises:
a plurality of reference polygons.

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